j20
Clarification of System
for 3rd Edition
Jorune

WHAT IS THIS?

Skyrealms of Jorune 3rd Edition was published without a working game system. It was missing little things like "How to Generate a Character", hit points for the creatures, and a clear explanation of the game mechanics. A good-faith effort was made to clear all that up with a Combat Screen and additional detail in "The Sholari Companion", but most game groups made up their own rules, made up their own explanations for what was missing, or converted **Jorune** to other game systems. The damage chart for different weapons was a tack-on prior to publication. Several of the rules published in 3rd Edition were never actually playtested. **Jorune** Sholaris are resourceful and put order where none existed.

This is one of *many* conversions for Jorune. It is voluntary. This is not the one true grail of Jorune gaming. It is a result of more than a decade of game play, discussions with the game creator on intent, vs. what was published.

If it doesn't suit your gaming style or purposes, don't use it.

If you like what we tried to do here, feel free to use it and modify it as would be appropriate for your group.

WHAT'S DIFFERENT?

J20 is based on the original intent of the game — one roll to solve most problems. Some things have been changed:

Expanded Player Races: Eight additional races for PCs.

Expanded Isho System: "Key Dyshas" and expanded dysha list to draw from. Isho available to most races, with restrictions.

"Roll Low": When you roll 1d20 you want to roll low, except for Luck.

Luck: A new element to give more player control on key rolls.

Measure of Success: The success of a roll is measured by the difference between your target number (your skill level) and the result of a roll. Example: skill of 14, roll of 2, success of 12. This applies to dyshas, damage, and any other desired successes.

Factors: When a weapon is successful, it may do more damage than a similar weapon with the same success. For every set of points (the "factor"), an additional point of damage is applied.

PLAYER CHARACTER RACES

Not all of the races of Jorune are available as player character races. Because of the problems of game mechanics and balance, certain races have been relegated to the area of NPCs (nonplayer characters).

You are free to choose any of the listed player character races and apply the set of racial characteristics to the development of your new player character, following the modifiers, restrictions, bonuses, and penalties as shown. No race is "best"; some races are better able to handle particular situations than others, and most races have some area of inability.

CHARACTERISTICS

Twelve characteristics are the foundation of character creation in **Skyrealms of Jorune**:

COLUMN 1	COLUMN 2	COLUMN 3
STRENGTH	**AGILITY**	**REFLEXES**
PERCEPTION	**SOCIAL**	**CONSTITUTION**
LEARN	**INTUITION**	**ISHO**
WILL	**EDUCATION**	**COLOR**

J20 uses only point distribution for character generation. Random rolls are not used.

A fit human hero, capable of expecting to survive an adventure, would have 50 points in each of the three columns. Other races have different values or die rolls for determining characteristics.

The point distribution for characteristics is:

	Columns			Isho	Isho		
	1	2	3	Mod.	Restore	Available Lih-Al •	Luck
Acubon	40	50	40	x 0.5	4d	Du, Ebba, Launtra, Shal	1d6+2
Blount	30	40	40	x 0.25	5d	Du, Ebba, Launtra	1d6+1
Boccord	60	50	40	x 0.5	3d	Gobey, Desti, Du, Ebba, Launtra	1d6+4
Bronth	66	40	66	x 2	2d	Ebba, Launtra, Shal	1d6+3
Corastin	66	40	60	n/a	n/a	n/a	1d6+1
Crugar	44	44	44	1	2d	Gobey, Desti, Du, Ebba, Launtra	1d6+2
Cygra	44	44	44	1	2d	Gobey, Desti, Du, Ebba, Launtra	1d6+3
Human	50	50	50	x 0.25	4d	Gobey, Desti, Du	1d6+6
Muadra	40	44	66	x 3	12h	Any	1d6+3
Ramian	55	44	44	x.5	n/a	None, but susceptible to Shal	1d6+1
Salu	40	50	40	x 0.5	4d	Du, Ebba, Launtra, Shal	1d6+3
Thivin	44	54	40	x 0.25	5d	Launtra, Shal	1d6+3
Tologra	44	50	50	x 2	1d	Any	1d6+4
Trarch	50	40	40	x 0.5	4d	Gobey, Desti	1d6+2
Woffen	44	44	44	x 1	2d	Gobey, Desti, Du, Ebba	1d6+3

LUCK

Luck is a value created by a one-time roll of the number of d6 indicated. It is the number of d6 which can be used to improve rolls during game play.

To use Luck, 1d6 or 2d6 are rolled with the 1d20. The results from the d6 roll(s) can be deducted from the d20 roll, lowering the roll and improving the chance of success. Luck can be restored one week of game time after it has been used by the player.

If you want to change a roll after the roll has been made, you can permanently burn Luck. It costs the permanent loss of one of the Luck dice available to you for each Luck die rolled after the fact. No more than two dice of Luck may be burned in any one round.

STAMINA

Stamina is the amount of physical damage your character can take. Damage is deducted from your current Stamina. At various levels of damage your character takes penalties to actions, may need to roll against Will to remain conscious, may lapse into a coma, and could die.

Stamina is the combined value of your Strength and your Will.

RACIAL NOTES

You will encounter a number of races on Jorune. This is a summary of the known races (never close your mind to a new idea). The races which can be chosen for player characters are indicated. Third edition opened new Iscin races that were not available in 2nd Edition (Phase1), and j20 opens more races for players (Phase 2).

ACUBON (PC, Phase 2)

Homelands: Lake Dah-uh-deh
Language: Acubon (–1 to understand Salu)
Taboos: Revealing family matters to outsiders
Religion: Nature, water and weather
Weaknesses: Must keep moist or skin is damaged
Special: Makers of the coleel gemstones

Acubon are a freshwater human mutation found in the eastern waters of Lake Dah-uh-deh. Their language has been called simply Acubon. They are quiet and secretive, and consider revealing family information to be a betrayal to their tribe. They have no known religion but are very environmentally sensitive. They do not take well to strangers invading their territories but seem to live in harmony with several of the neighboring Blount family groups. They must keep moist or they will die from rapid dehydration. Acubon possess the secret of coleels, opal-like gemstones infused with an inner fire that captivate all who see them.

BLOUNT (PC, Phase 2)
Homelands: Lake Dah-uh-deh, most port cities
Language: Ablanth
Taboos: Taking on human affectations
Religion: Varied, Mayatrish dominant
Weaknesses: Must keep moist or skin is damaged, possibly fatal; physically weak
Special: Use noxious malthin as weapon
Blount were the first of the Iscin races and share the waters of Lake Dah-uh-deh with the Acubon and merchants who trade along the shores. They speak Ablanth and consider the adoption of human customs to be offensive, although many Blount have become successful in service and bartending work. They do not worship Iscin but revere him as the race's creator, and also honor Mayatrish, who taught tolerance for all the races of Jorune. They carry containers of a noxious mixture call malthin, which can serve as an intoxicant for Blount or a vicious stink bomb against their enemies. Like the Acubon, they must keep moist to survive and in hot climes maintain "wet beds" — barrels of brackish water — at their workplaces and their homes.

BOCCORD (PC, Phase 1)
Homelands: Ros Crendor, most human realms
Language: Entren
Taboos: Revealing Ros Crendor's secrets
Religion: Varied, Mayatrish dominant
Weaknesses: Must eat a lot to survive, expensive to feed
Special: Ros Crendor has working t'hoosa
A robust human mutation that now calls the old Bronth homes of Crendor their home. Ros Crendor (*ros* in Boru means "original") is a source of great pride for the Boccord, home of many shanthic ruins and a large t'hoosa near Ro-Obis. Revealing the details of Ros Crendor's society is a sure way to lose *kri*, the personal and family honor that Boccord revere more than all other concepts. Boccord do not tolerate immigration by non-Boccord, but travelers will be allowed for brief periods in certain coastal cities. Older Boccord may develop exceptional isho interference skills, becoming histin, advanced dysha teachers.

BRONTH (PC, Phase 1)
Homelands: Dobre, Hobeh, some coastal cities
Language: Boru (–2 for Thowtis)
Religion: Iscin (as a great person), some Mayatrish
Weaknesses: Poor hearing
A later Iscin race based on Terran bears, the Bronth have built their homes in Dobre, Yobreh, Crendor, and the Hobeh. Their language, Boru, shares many characteristics of Woffen Thowtis, and each can understand about half of the other's language. Bronth enjoy festivals and games and set aside special days for the memory of Iscin, his death, the great wanderings, and other sorrows. The bridge at Yobreh harbor is one of the great wonders of Jorune — nearly fifteen miles long with arches to allow the tall masts of sailing ships to pass beneath. A light burns in a great stone lantern at the seaward apex of the bridge, and small replicas of the bridge or the light are shared among the friends of many Bronth for celebration of Day Iscin. While burdened with poor sight and poor hearing, their sense of smell is acute and their compassion for other races is unexcelled. Bronth founded the Green Order, a society of healers comprised mostly of Bronth and Muadra, to offer services to the sick and injured. They never demand a fee but survive quite well on donations. It was the Bronth entry into the Energy Weapons War that prompted the final success of the negotiations started by Salrough Gomo.

CORASTIN (PC, Phase 2)
Homelands: Swamp and coastal towns
Language: Ggra'k, but may understand many
Taboos: Insulting honor or another person's values
Religion: Family contacts
Weaknesses: Pride
Special: Corastin are very sensitive and offend easily
A servitor race of a lost invasion fleet, the Corastin live in many swamps and marshes and have become familiar residents of many large cities. The physical restrictions on their use of language should not be taken as a sign of low intelligence — many Corastin understand many languages, and in the company of an interpreter (entris) someone could be surprised by their knowledge. Corastin are very sensitive about the value of their work and prefer to accept payment in bit-coins, rather than receive a few coins of larger value. A Corastin will not tolerate an insult to the quality of his work or the value of his word. If a Corastin holds you in special esteem, he will worry a large scale from his back or shoulders and present you with the still-bleeding part of himself. Admiration is expected, as is elevating the scale to a position of honor (at least in the Corastin's presence), and no other payment is expected.

CRUGAR (PC, Phase 1)
Homelands: Temauntro
Language: Tchaun-tse
Religion: Iscin fanatics
Weaknesses: Poor sight
Special: Fanatic Iscinists
Crugar, the second Iscin race, hold the vast plains of the Temauntro as their home but have always desired possession of Gauss Valley, where Iscin first gave them life at his remote lab. Crugar have invaded Gauss Valley many times in the last 3,500 years and have been driven off into the Doben-al Desert, which divides the Temauntro from Gauss Valley. Their society is largely nomadic, with only three recognizable cities in the western Temauntro. Family groups, or *pawms*, prowl the plains in an eternal hunt, and groups will frequently war on each other for better hunting territories. Crugar are driven by a fanatical worship of Iscin and treasure anything of his artifacts. Choundra, the first Crugar, killed his creator in a confrontation with the antithone prototype Karl Bomoveris. On Iscin's death, Choundra and his brothers and sisters took the rest of the Iscin races away from Gauss in a saga still called the Great Wanderings. Crugar share their language, Tchaun-tse, with the Cygra.

CYGRA (PC, Phase 1)
Homelands: North Temauntro, Jasp, and Khodre
Language: Tchaun-tse
Religion: Iscin moderates
Weaknesses: Poor sight
Special: Kinder, gentler Crugar
Cygra are a variant of the Crugar and are believed to be the race Iscin was hoping to create. In several writings he mentioned how disappointed he was with Crugar. Cygra have longer, paler fur than their Crugar cousins, have a slightly better temper, and have worked their way into the fabric of human society in Jasp, as well as settlements in the North Temauntro and western Khodre territories. They share their cousins' language (Tchaun-tse), are slightly less fanatical in their devotion to Iscin, and can run on all fours when required.

HUMAN (PC, Phase 1)
Homelands: Burdoth, Heridoth, Khodre, Jasp, Thantier
Language: Entren
Religion: Varied, Earth-based, Isho, Mayatrish
Special: Can use Earth-tec through geno-locks
Look down. See you? That's a human just like the ones on Jorune. Humans have established several realms on Jorune, from the cosmopolitan society of Jasp in the north to the fanatic human-only society of Thantier in the south, with the nations of Burdoth and Heridoth in between. The language has evolved over 3,500 years into Entren, but some scholars can read and write various Earth tongues as classic languages. Humans are identified by the genetic locks on Earth-tec weapons and devices. In the hands of a true human a piece of Earth-tec will power on and allow its use. A broken or modified Earth-tec device will sometimes activate for a nonhuman or a human variant, but that is not a circumstance to be counted on. Jorune-based humans have the same variety of mood, skin, hair, and intelligence as their ancestors on our world. While some Earth religions survive, usually preaching Jorune as God's punishment for leaving the home prepared for man, most humans share a mystic view of the isho of Jorune — the sho-sen. At death bodies are burned to "release" the soul into sho-sen and the ashes are returned to the soil.

MUADRA (PC, Phase 1)
Homelands: Most human realms, Doben-al Desert
Language: Entren
Religion: Mayatrish, Isho
Weaknesses: Smaller and weaker than most races

Special: The second most capable weavers of isho
Muadra are a small human variant which can be found in most human realms except for Thantier. They spent generations as an easy target for abuse by other races until Caji Gends discovered that Muadra had a mutant ability to manipulate isho and learned the secrets of isho weaving from the Shantha Sho Copra Tra. The discovery of isho abilities and the rise of the militant Maustin Caji created a great deal of fear of Muadra. To this day, Burdoth maintains a corps of *daijic* — isho police — who use the isho-charged flesh of the daij fish to see isho concentrations. A few Muadra also serve as daijic in the Ardothian force but are looked down upon by their kinsmen. Muadra have fared best in the trading nation of Jasp, the restructured Burdothian Empire under Dharsage Dhandrenn, and the caravans of the Doben-al. Since the rescue of besieged Woffen by the Maustin Caji in the Gauss Valley, where invading Crugar attacked hospitals with Woffen plague victims, Woffen and Muadra have shared a

special appreciation of each others' culture, and Muadra-Woffen partnerships are not uncommon.

RAMIAN (PC, Phase 2)
Homelands: Jasp, Khodre, Sillipus, Drail
Language: Entren, Rorch-Ko-Hom (dialect)
Religion: Nature, water, tides and weather
Weaknesses: Unable to control isho but very susceptible to Shal
Special: Explorers, navigators, traders
Restriction: Cannot be from Voligire
These are "civilized" Ramian who descended from settlers in Jasp. They are skilled with trade and transportation but are still at a considerable disadvantage in social situations with other races. Some ignore the difficulty other races have until it interferes with their business or personal goals. Others will try so hard to make others comfortable that they create a new problem, particularly in attempting to duplicate a "smile", which simply doesn't work with Ramian physiology.

SALU (PC, Phase 2)
Homelands: Most coastal areas (saltwater)
Language: Salu (–1 to understand Acubon)
Religion: Nature, water, tides and weather
Weaknesses: Must keep moist or lose their aquatic abilities (Salibe)
Special: Shipbuilders, navigators, traders
This saltwater variant of humanity can be found in most coastal waters. Salu are excellent shipbuilders, and the fastest sea vessels on Jorune come from Salu shipyards. While making solid and watertight ships for other races, Salu make their own ships open to the water, with crew and Salu passengers riding the keels and outriggers. Cargo on Salu vessels is carried high on a special deck constructed for the purpose, and delivery times on the Salu *chausis* are the shortest. Their language is related to the Acubon tongue, but the Salu spend little time in contact with their freshwater brethren. A Salu can lose all aquatic ability if left on dry land for too long. While it will not kill them outright, the condition is permanent, and the afflicted dry Salu are known as Salibe.

SCARMIS (PC, Phase 2)
Homelands: Forests or jungles
Language: Geeooooohpo
Religion: Unclear; apparent reverence for nature but no known religious practice
Special: Easily subjected to chemical control by Cleash
A tall, slender race of servants to the Cleash, Scarmis resemble the praying mantis of lost Earth. They are fierce fighters, but when encountered away from their Cleash masters, quite docile. A few free Scarmis live in Ardoth and regularly win beagre-hunt competitions. Their language is difficult. Their usual greeting is "Please wet me down", and the proper greeting by most non-Scarmis to Scarmis is "Please DON'T wet me down." Scarmis often cultivate a slender reedlike tree which they rub against, but do not seem to eat.

THIVIN (PC, Phase 2)
Homelands: Coastal areas and metropolitan cities
Language: Thuak
Weaknesses: Greed
Special: Expert traders and craftsmen
A mutation of the alien Ramian, Thivin appeared for the first time outside Voligire less than 300 years ago. In that time they have proven themselves adept businessmen with great personal industry, family group production, and the shrewdest merchants on Jorune. A "Thivin's five" is four, etc. Every Thivin will either be able to do business with you directly, or has an uncle or a cousin who just happens to be in the business you are looking for. Thivin swords are second only to shanthic blades for workmanship and quality. Because of their interest in trade, they have bonuses with almost any race they encounter, but because of their upbringing they are not well schooled in the arts of war. Thivin can be found in most major cities and in manufacturing enclaves in rural regions. They also partner with or run most of the caravans traveling Jorune.

TOLOGRA (PC, Phase 1)
Homelands: Sharden
Language: Hotha
Religion: Iscin, Nature
Weaknesses: Sensualists
Special: Limited isho ability; may use Earth-tec
The last of Iscin's Children — humans interbred with the big cats — Tologra males sport lionesque manes, are quite strong, have a chance of activating Earth-tec weaponry, and have some isho-weaving abilities. Long thought to be a legend, Iscin's Lost Race appeared in Ardoth three years ago with a small trading mission. They have penalties to interactions with many races, are not generally trusted, and have yet to find their way

into the mainstream of Jorune society. Their homeland Sharden is seldom visited, but a new leg of the Jaspian airship fleet has included Sharden in its regular air service, which may bring changes. Their language, Hotha, is so far removed from the other Iscin tongues that very few people have learned it, and Tologra are still learning Entren. Their indulgence in sensual pleasure has lowered them in the eyes of the more established races.

TRARCH (PC, Phase 2)
Homelands: Drail, seaports
Language: Troffa
Religion: Earth-tec, Shantha
Weaknesses: Genetic throwbacks
Special: Trarch are human mutations and may know of Earth-tec

Trarch are a brutal human mutation with strongly muscled bodies and pale blue skin. Tusks grow from the lower jaws of both males and females, giving older members of the tribes extra weapons should they be needed. Trarch speak Troffa and use their heavy war clubs to emphasize their statements and to indicate that they want the floor in a discussion. Trarch live on the mainland and islands of Drail but will travel great distances to trade. Trarch require a bribe — purchase of a trading coin — to open discussions with them. The bribe can be a bauble, a tool, or a favor. The Draili Trarch worship shanthic and Earth-tec artifacts and, from the detail shown in their wood and stone carvings of the objects, may have first-hand knowledge of some relic sites.

WOFFEN (PC, Phase 1)
Homelands: Lundere, Anasan, metropolitan cities
Language: Thowtis (–2 for Boru)
Taboos: Harming children or pregnant women
Religion: Moderate Iscin, Mayatrish
Weaknesses: Susceptible to drink and extreme alcoholism (*awthew*)
Special: Expert sailors

The creation of Woffen from human and wolf genetic material, after the disaster of the Crugar, pleased Iscin, and Woffen feel a very comfortable superiority to Crugar. Woffen will seek out Crugar to start fights, and it is not unusual to come across a band of young Woffen traveling across the empty wastes of the Doben-al on their way to or from Crugar battles in Temauntro. Woffen will gravitate toward Muadra when they find them, and the two Woffen females have problems bringing pregnancy to a successful conclusion and all pups are considered the responsibility of any adult Woffen who may be nearby. Treating pups to treats and gifts is a good way to work your way into a new Woffen group. Woffen have a very human temperament with most things but have a particular weakness for strong drink. Woffen with uncontrolled drinking are outcasts shunned as *authew*, and a culture of antidrinking is strong in the Woffen lands of Anasan and Lundere. Woffen are brave and, if you earn their respect (or pay well), loyal. Hundreds of Woffen work as sailors to get from one land to another, just to satisfy their longing for adventure. The Woffen language of Thowtis is very similar to Boru, and Bronth and Woffen can often communicate well with no training in the other's language.

PLAYER CHARACTER RACIAL MODIFIERS

These are applied after the roll related to a characteristic. Your Sholari may apply additional modifiers in consideration of the situation, wounds, or other factors.

PLAYER CHARACTER RACIAL MODIFIERS (Phase 1 - From Third Edition)

	Boccord	Human	Muadra	Bronth	Crugar	Cygra	Tologra	Woffen
Strength	+2	—	–4	+4	—	—	+1	—
Perception	—	—	—	—	—	—	—	—
Learn	—	—	—	—	—	—	—	—
Will	—	—	—	—	—	–1	+2	—
Agility	—	—	—	—	—	—	—	—
Social	+1	—	–2	+2	–4	–2	+3	–1
Intuition	—	—	—	—	—	—	—	—
Education	—	—	—	—	—	—	—	—
Reflexes	–2	—	+1	–1	—	—	—	—
Constitution	+2	—	–2	+3	–1	–1	—	–1
Isho (mod)	—	x .5	x 3	x 2	x 2	x 2	x 3	x 2
Restore (days)	3	5	1	3	2	2	1	2
Lih-al	Desti	Desti	Any	Launtra	Desti	Desti	Any	Gobey
Natural Armor	1	—	—	3	1	1	2	1
Money	3d6	3d6	3d6	3d6	3d6	3d6	2d6	3d6

NEW PLAYER CHARACTER RACIAL MODIFIERS (Phase 2 - New for J20)

	Acubon	Blount	Corastin	Ramian	Salu	Scarmis	Thivin	Trarch
Strength	+1	–2	+4	+1	+2	–2	—	+3
Perception	—	—	—	—	—	—	—	—
Learn	—	—	—	—	—	—	—	—
Will	—	—	—	–2	—	–3	+1	—
Agility	—	—	+3	—	—	–2	—	–2
Social	–1	+1	+3	–5	–1	–3	+3	–2
Intuition	—	—	–3	+2	—	—	–2	–1
Education	–1	–2	–2	—	—3	—	–3	
Reflexes	–1	+1	–2	+3	+1	+3	—	+2
Constitution	+2	–4	+4	+2	+2	–2	—	+1
Isho (multiplier)	—	x .5	—	—	—	—	x .1	—
Restore (days)	3	5	n/a	n/a	3	n/a	5	3
Lih-al	Gobey	Gobey	None	Shal	Gobey	Shal	Du	Du
Natural Armor	—	—	4	2	—	2	1	2
Money	1d6	2d6	2d6	1d6	3d6	1d6	4d6	2d6

RACIAL NOTES FOR PLAYER RACES

	Life Span	Age of Majority*	Avg. Height	Avg. Weight (pounds)	
Acubon	35	14	5'6"	140	Human mutation. Primarily found in (yes, in) Lake Dah-uh-deh.
Blount	22	7	4'2"	80	Iscin race. Primarily found in West Trinnu Jungle Lands, Burdoth, Lake Dah-uh-deh.
Boccord	60	17	6'6"	240	Human mutation. Primarily found in Ros Crendor, Burdoth, Heridoth, Jasp, Khodre, Doben-al.
Bronth	45	11	7'10"	450	Iscin race. Primarily found in Dobre, Hobeh.
Corastin	35	9	7'10"	450	Lamorri slave race. Primarily found in Trinnu Jungle Lands, most swamps, Hobeh, Sillipus, Ponteer, Drail, Khodre, Jasp.
Crugar	35	9	5'7"	170	Iscin race. Primarily found in Temauntro, Doben-al.
Cygra	35	9	5'6"	165	Iscin race. Primarily found in Northern Temauntro, Jasp.
Human	55	16	5'10"	176	Direct descendants of Earth Colony. Primarily found in Burdoth, Heridoth, Thantier, Khodre, Jasp, Western Drail, Sillipus, Hobeh.
Muadra	50	16	5'0"	120	Human mutation. Primarily found in Burdoth, Anasan, Jasp, Khodre.
Ramian	90	17	7'2"	230	Non-Voligiri Ramian originating from Jaspian clans and spreading into human trading cultures.
Salu	40	11	5'8"	160	Human mutation. Primarily found in coastal regions and islands.
Thivin	45	10	5'8"	160	Ramian mutation. Primarily found in Voligire, Burdoth, Jasp, Sillipus, Heridoth.
Tologra	40	12	6'10"	280	Iscin race. Primarily found in Sharden.
Trarch	30	12	5'6"	170	Human mutation. Primarily found in Drail, Ponteer, Sillipus, Trinnu Jungle Lands, Hobeh, Anasan, South Temauntro.
Woffen	35	10	5'10"	160	Iscin race. Primarily found in Lundere, Anasan, Trinnu Jungle Lands, Burdoth, Heridoth, Khodre.

*Age at which the species is able to reproduce; accepted as adult by the society.

CHOOSE AN OCCUPATION

CONVERSION OR CREATION

You can converrt your existing Third Edition, Skyrealms of Jorune character by dividing each rank numberin two (round normally), or you can generate a new character.

You may generate your own occupation by buying the skills that would make that occupation possible, or you may take a pre-generated occupation which include a higher value in skills than would have been obtained buying the same skills through free-form design.

FREE POINTS and COSTS

You may multiply your Characteristics by the indicated Mental, Physical or Isho modifier for a pool of points to buy individual skills, or you may use occupational packages to maximize your career values.

No skill can be purchased above level 18.

Remember: In game play, a 20 always fails – even with a modified target above 20.

JORUNE CAREER PACKAGES

Sources: Page Numbers indicate 3rd Edition, Skyrealms of Jorune from Chessex. S1 or S3 indicates Sholari magazine.

On "Choose..." selections, you may only choose the indicated skills from within that career group.

NOTE: "Highest" as in "Highest=Choose 1 other" refers to rolling 1d6 and taking a result of "6" as an opportunity for additional skills, as indicated.

No skill bought above level 17 - these scores can be improved with character improvement. In game play, 20 always fails – even with a modified target above 20.

Packages are purchsed at a cost in four point Pools (See Page 22). PRACTICAL, ATHLETIC, COMBAT, and one additional CHARACTERISTIC minimum requirement (indicated for each Occupation).

Tracking costs for occupations is completely separate from any other use of Characteristic points To get the benfits of the occupation, pay the point costs. If you have sufficient points, you can buy one or more additional occupations. Unused points may be multiplied by the Pmysical, Mental and Isho modifiers for purchase of skills independently.

	UNFAMILIAR		TRAINED FAMILIAR		SEASONED EXPERIENCED
Easy	**1**	**3**	**5**	**7**	**9**
Moderate	**-**	**2**	**4**	**6**	**8**
Hard	**-**	**1**	**3**	**5**	**7**
Very Hard	**-**	**-**	**1**	**3**	**6**

Yes, you can be Seasoned at a Very Hard skill and *still fail* almost 3/4 of the time!

Package Costs	**Practical**	**Athletic**	**Combat**	**Other**
Acolyte	**15**	**15**	**8**	ISH: 18
Adventurer	**18**	**15**	**8**	CON: 6
Archivist	**8**	**18**	**8**	LRN: 15
Ardan	**8**	**11**	**11**	LRN: 11
Beaster	**18**	**15**	**4**	AGL: 11
Bounty Hunter	**18**	**11**	**4**	CON: 18
Bounty Hunter	**11**	**8**	**4**	CON: 8
Caji (Muadra)	**8**	**18**	**11**	ISH: 18
Chattel	**8**	**8**	**8**	LRN: 8
Condrij	**18**	**11**	**11**	CON: 18
Daijic	**15**	**11**	**11**	ISH: 15
Diyorda	**15**	**8**	**8**	INT: 11
Dyte Punk (Muadra)	**11**	**11**	**8**	ISH: 18
Entris	**8**	**15**	**11**	LRN: 11
Farmer	**15**	**11**	**11**	CON: 11
Githerin	**8**	**11**	**8**	AGL: 15
Guide	**8**	**11**	**11**	LRN: 11
Hunter	**15**	**11**	**8**	CON: 15
Iscin (Classical)	**8**	**18**	**11**	LRN: 15
Iscin (Outdoor)	**15**	**18**	**8**	LRN: 11
Jer	**15**	**15**	**8**	CON: 15
Learsis	**8**	**15**	**15**	INT: 11
Merchant	**8**	**15**	**15**	PER: 15
Military.				
Anasani (Woffen)	**15**	**11**	**11**	CON: 8
Burdothian	**15**	**15**	**11**	CON: 11
Dobran (Bronth)	**18**	**11**	**8**	CON: 18
Heridothian	**15**	**11**	**11**	CON: 15
Jaspian	**11**	**15**	**11**	CON: 15
Khodran	**15**	**15**	**11**	CON: 11
Lunderi .(Woffen)	**15**	**11**	**8**	CON: 11
Ros Crendori (Boccord)	**18**	**11**	**8**	CON: 18
Yohbran (Bronth)	**18**	**15**	**8**	CON: 15
Querrid	**8**	**11**	**11**	LRN: 18
Sailor	**11**	**11**	**8**	CON: 15
Servant	**8**	**11**	**15**	LRN: 15
Shast	**11**	**11**	**15**	PER: 15
Sherja	**18**	**11**	**8**	CON: 18
Slash	**15**	**11**	**8**	CON: 15
Thomboc	**15**	**11**	**8**	AGL: 11
Toth (City)	**8**	**8**	**8**	LRN: 8
Toth (Country)	**8**	**8**	**8**	CON: 8
Trim	**11**	**15**	**11**	AGL: 11
Veteran (Ex-Military) *	**11**	**8**	**8**	CON: 11
Yiordeh	**11**	**11**	**8**	PER: 11
Yord	**15**	**11**	**11**	PER: 15

Remainingpoints may be used for personal choices or add to given skills. If you have poins sufficient to buy a career more than once or by more than one career - subject to the sholari's approval ... go for it!

* Must have prior Military career.

ACOLYTE S1

Follower of ca-du shantha. These people have more access to jorune history than any other occupation, including querrid. They must perform ebidu successfully once each day to maintain their bonuses for advantage and injury. Acolytes take a -3 to social and -2 to education, but gain a +2 to advantage and +3 to injury.

Add +2d6 isho +3d6 color

Ebidu	Trained
Fauna recognition	Experienced
Flora recognition	Experienced
Geology - (adv.)	Familiar
Geology - (basic)	Experienced
Language (shanthic)	Familiar
Lore (jorune)	Familiar
Lore (shanthic)	Familiar
Sword	Trained

ADVENTURER S3

The Adventurer is a character that is very rare on Jorune, although one might expect the type to be more common. Jorune is a highly dangerous world, one that is hostile to man in many ways. These brave men, women, and members of other races have chosen to wander the world seeking their fortunes, and have the skills that are necessary to survive in the great outdoors. By their very nature, they are taciturn, have a strong sense of self, and are well-respected among the toth and tauther of society. In the eyes of drenn and kesht, the Adventurer is a rogue and a hero (sometimes a villain), but can be useful for jobs that normal Condrij cannot be hired for.

One weapon	Trained
Two weapons	Familiar
2 other Languages	Familiar
Trained with 2 Interaction / Etiquette skills (from languages chosen above)	
Foraging or Hunting / Fishing	Trained
Wilderness Travel	Trained
First Aid	Familiar
Choose 2 skills	
- Conceal Self	Familiar
- Cooking	Familiar
- Silent Movement	Familiar
- Set Traps	Familiar
- Tracking	Familiar
- Set Up Camp	Familiar
Choose 2 skills	Familiar
- Bargain	Familiar
- Bribe	Familiar
- Fast Talk	Familiar
- Bribe	Familiar
- Hiding	Familiar
- Contacts	Familiar
- Bureaucracy	Familiar
- Geography	Familiar
- Weather	Familiar
Choose 1, roll 1d6 Highest=Choose another	
- Animal Handling	Familiar
- Flora Recog	Trained
- Fauna Recog	Trained
- History (Practical)	Familiar
- Etiquette skill	Familiar

ARCHIVIST S1

This is a librarian or museum clerk. The sedentary lifestyle takes its toll: -2 to constitution, -2 to strength, and a -2 to advantage.

Bargain	Experienced
Geography -(adv.)	Familiar
Geography - (basic)	Experienced
Getting around (local)	Experienced
Information search	Experienced
Knife	Trained
Lore (burdoth)	Experienced
Lore (jorune)	Familiar
Lore (shanthic)	Familiar
Underground info	Trained

ARDAN S1

This is the jorune equivalent of a reporter and public crier. While flatbed press technology is available to higher cultures (the thriddle, burdoth, jasp and perhaps heridoth and thantier), most common folk get their news from these criers who trade information, then make their rounds to call out the latest news (or gossip) and collect the bits and yules of passersby who think the information is worth the money. These folks don't have an easy life and spend a lot of time tracking down stories. (if jorune doesn't have libel laws, there are assassins if you offend the wrong people!)

Bargain	Experienced
Fauna recognition	Experienced
History (local)	Experienced
History (world)	Familiar
Information search	Experienced
Knife	Trained
Literature	Familiar
Oration	Familiar
Story telling	Familiar
Underground info	Trained
Writing	Familiar

BEASTER Page 13

A wild game hunter, specializing in hunting down creatures for pest eradication, "big game hunt" expeditions, trophies or scientific specimens.

Conceal self	Experienced
Creature care	Familiar
Fauna recognition	Experienced
First aid	Experienced
Sword	Trained
Tracking	Experienced
Wilderness travel	Experienced

Choose one at Trained and two at Familiar

- Bochigon
- Horse
- Talmaron
- Tarro
- Thombo

Choose one and roll 1d. Highest=choose another.

- Bargain	Experienced
- First aid	Experienced
- Flora recognition	Experienced
- Gaming	Experienced
- Weather	Experienced

BOUNTY HUNTER A S3

The criminal element is not all that common on jorune, given the nature of the planet and the manner in which humans are distributed on its surface. There are those individuals on jorune who are willing to hunt all manner of prey, both four-, six-, and two-legged for profit and wealth. The bounty hunter is the being who hunts down human, non-human, or even animal prey for the sake of money, since someone is willing to pay for the effort. The prey does not have to be delivered alive, but is usually worth more in this state (unless the contractor has specifically stated that the target is to be brought back dead). Bounty hunters are considered almost criminal in some places on jorune, and some of them are woffen, crugar, bronth or ramian. Bounty hunters tend to be suspicious, have a rather cruel streak, and are fond of the thrill of the hunt.

1 weapon	Trained
1 weapon	Familiar
2 Moon Skills +2	
Bargain	Trained
Bribe	Familiar
Bureaucracy	Familiar
Conceal Self	Familiar
False Signature	Familiar
First Aid	Familiar
Geography (Basic)	Familiar
Getting Around (One Area)	Trained
Set Traps	Trained
Silent Movement	Trained
Tailing	Trained
Tailing	Trained
Tracking	Trained
Wilderness Travel	Familiar

BOUNTY HUNTER B S1

Jorune has a problem with pests: beagre, scragger and people who take anti-social actions. Bounty hunters may earn a meager living by turning in the bodies of dead vermin to the kimmit or they may track down an individual or object for a reward.

1 weapon	Trained
2 weapons	Trained
Bargain	Experienced
Bribe	Experienced
Bureaucracy	Experienced
First aid	Experienced
Getting around	Experienced
Set traps	Trained
Tailing	Experienced
Tracking	Experienced
Wilderness travel	Experienced

CAJI (Muadra Only) Page 57

A student of isho and dyshas. A caji has no income in and of itself - and income producing occupation is also required, unless the caji is independently wealthy.

2 Moon Skills (Your Choice)	Familiar
3 Moon Skills (Your Choice)	Familiar
2 Dyshas (Your Choice)	Trained
4 Dyshas (Your Choice)	Familiar
Caji Etiquette	Familiar
+3d to Isho	
+2d to Color	

Choose one and roll 1d. Highest=Choose another.

- 1 Weapon (Your Choice)	Trained
- Astronomy (Moons)	Familiar
- Bureaucracy	Experienced
- Isho Weather	Familiar

CHATTEL (Slave) S1

Chattel have signed their lives away for a set period of time. They are, in effect, slaves. By surrendering their free choice and submitting to a master under a written contract, they receive food, shelter, clothing, medical care and some instruction in exchange for their labors. Chattel contracts are usually one, three, five or seven year agreements with a cash payment at the end of the term of service. Some chattel then become hired servants and live apart from their employer. In nations that do not permit slavery, they are seen as contract employees. Being a slave, however, has its costs: -2 to

education, -3 to learn, -2 constitution, +2 listen, +2 spot.

Bargain	Trained
Conceal self	Trained
Cook	Familiar
Getting around (local)	Trained
Information search	Familiar
Stealth	Trained

CONDRIJ Page 59

2 Weapons (Your Choice)	Experienced
Conceal Self	Trained
Defend w/o Weapon	Trained
First Aid	Experienced
Fist	Trained
Kick	Trained
Military Etiquette	Familiar
Search	Trained
All at hletic skills at +1	

Choose one and roll 1d. Highest=Choose another.

- Bargain	Experienced
- Drinking	Experienced
- Gaming	Experienced
- Pistol	Trained
- Sailing	Experienced
- Corastin Interaction at +3	

DAIJIC S1

Human fear of the muadra has led to two types of "isho-police" - true daijic (who eat the flesh of the daij fish to eneable them to see isho), and crystal daijic (who use powered crystals to detect the flow of isho from spent dyshas. In recent years boccord, woffen and boccord have become daijic for cities outside the borders of Burdoth. Burdoth permits only human daijic. Training gives them +2 to Sight and +2 to Intuition.

1 Weapon	Trained
Bureacracy	Experienced
Contacts	Experienced
Crystal Reading	Trained
Geography (Local)	Experienced
Getting Around	Trained
History (Local)	Experienced
Lore (Caji)	Trained

DIYORDA S1

While criminals of any kind are rare on Jorune, this does not mean to say that such do not exist. The Diyorda (or criminal) is one who has been caught in the act of committing crimes, and has been sentenced to imprisonment in a herris or the like. Unlike Githerin, the Diyorda do not have any form of guild, and once released from herris after serving their sentence, these men, women, and other beings are allowed to at tempt to reclaim their lives on Jorune. They tend to be a bit bitter about their lives, and have a strong sense of Òwhat's mine is mine, and you had better not try to take it!Ó Most Diyorda learn a trade while they are imprisoned in herris, and will never be permitted the use of Earth-tec and the like for the rest of their lives. It will cost these characters an extra 15 Points to achieve Drenn status, and an additional 10 Points to achieve the rank of Kesht.

One Klade Skill	Trained
1 Related Knowledge skill	Familiar
Jump	Familiar
Climb	Familiar
Swim	Familiar
1 Related Skill of choice	Trained
3 Related Skills of choice	Familiar
One weapon	Familiar

Choose 3

- Hiding	Trained
- Searching	Trained
- Pick pockets	Trained
- Pick locks	Trained
- Underground Info	Trained
- Tailing	Trained

DYTE PUNK (Muadra Only) Page 55

By going with low dyshas, the Dyte Punk restricts him/herself to a few dyshas and the general dangers of a life in the underworld.

Conceal Self	Experienced
Desti moon skill	Familiar
Frost Bolt	Trained
Knife	Trained
Lightning Blast	Experienced
Underground Information	Familiar
+2d to Isho Points	
No other dysha skill above Rank 3	

Choose one and roll 1d. Highest=Choose another.

- Caji Etiquette	Familiar
- Current Events	Experienced
- Fast Talk	Experienced
- Getting Around	Experienced

ENTRIS Page 59

1 Language (Interaction +3)	Experienced
2 Languages (Interaction +2)	Trained
2 Languages (Interaction +1)	Familiar
Entren	Familiar
Language (Thriddle)	Familiar
Writing	Familiar

Choose two and Roll 1d. Highest=Choose another.

- Bureaucracy	Experienced
- Contacts	Experienced
- Current Events	Experienced
- Geography (Basic / Advanced)	Trained / 2d
- History (Local / World)	Familiar / 3d
- Information Search	Experienced
- Oration	Familiar
- Writing	Familiar

FARMER S1

The Farmer is the being on Jorune who would seem to be the least important, but has the most important task on the planet. These are the men and women who grow the crops on Jorune, who harvest animals for meat and food, and who cultivate the durlig and gerrig and coditch that is the staple of the diet for many people. Simple in taste and manner, the Farmer is well-respected in some parts of Jorune, and earns nothing more than disdain in others.

Farming	Trained
Weather	Trained
Flora Recognition	Familiar
Fauna Recognition	Familiar
Klade Related Skill of choice	Familiar
Foraging	Familiar

Choose 3, Roll 1d. Highest=Choose another.

- Conceal Self	Familiar
- First Aid	Familiar
- Cooking	Familiar
- Foraging	Familiar
- Wilderness Travel	Trained
- Silent Movement	Familiar
- Set Traps	Familiar
- Tracking	Trained
- Set Up Camp	Familiar

Choose 2, Roll 1d. Highest=Choose another.

- Bochigon	Trained
- Horses	Familiar
- Tarro	Familiar
- Pibber	Familiar
- Thombo	Trained
- Lore (region)	Familiar
- Current Events	Familiar
- Bargain	Familiar
- Fast Talk	Familiar

GITHERIN Page 64

A thief. Determine if your githerin is a contract member of the Githerin Klade ("retrievers") or a rogue githerin working outside the structures of contract and klade protection.

Bribe	Experienced
Conceal Self	Experienced
Current Events	Experienced
Getting Around	Experienced
Knife	Trained
Underground Information	Trained

All at hletic skills at +2

Choose two and roll 1d. Highest=Choose another.

- Contacts	Experienced
- Earth-tec (Basic)	Experienced
- Information Search	Experienced
- Pick Locks	Familiar
- Pick Pockets	Familiar
- Search	Experienced
- Tailing	Experienced

GUIDE S1

Guides have become familiar with a particular area - city, jungle or desert - and hire out to show travellers their way.

1 Weapon	Experienced
Bargain	Experienced
Bribe	Experienced
Bureacracy	Experienced
Fast Talk	Experienced
Fauna Recognition	Experienced
Flora Recognition	Experienced
Geography (Local)	Experienced
Getting Around (Local)	Experienced
History (Local)	Experienced
History (World)	Familiar

HUNTER S3

Unlike the Bounty Hunter, the Hunter is that man or woman who enjoys the hunting of animals and meat for food and is known to be a good guide in the wilder lands of Jorune or for providing the forage that most villages and towns require for their survival. The Hunter is one with nature, and has a better grasp of the world of Jorune than most, having a respect for nature, a protective sense about the wilderness around them, and a willingness to live at one with it. Most of these men and women disdain the use of Earth-tec and Bio-tec, but are willing to use it if the need justifies it. These individuals are strong-willed, do not frighten easily, and have a respect for the shanthas and their environment.

One weapon skill	Trained
One weapon skill	Familiar
Wilderness Travel	Trained
Hunting/Fishing	Trained
Conceal Self	Familiar
Foraging	Trained
Tailing	Familiar
Set Traps	Familiar
Tracking	Trained
Woodcraft or Bowyer/Fletcher	2d
Mask Signature	Familiar
1 Animal Handling skill	Familiar
Fauna Recognition	Trained
Flora Recognition	Trained

Two of the following skills:

- Conceal Self	Familiar
- Cooking	Familiar
- First Aid	Familiar
- Hunting/Fishing	Familiar
- Set Up Camp	Familiar

ISCIN (Classical) Page 63

Bureaucracy	Trained
Getting Around	Trained
Information Search	Experienced
Thriddle Interaction	Trained

Choose one at Trained, the rest at Familiar

- History
- Languages
- Literature
- Mathematics
- Philosophy

Choose one at Trained, three at Familiar

- Astronomy (Moons)
- Bio-tec (Advanced)
- Biology
- Earth-tec (Adv.)
- Geography (Advanced)
- Geology (Advanced)
- Isho Weather
- Physics

ISCIN (Outdoor) Page 63

1 Language (+2d Interaction)	Trained
Fauna Recognition	Experienced
Information Search	Experienced
Traveller	Experienced
Wilderness Travel	Experienced

All at hletic skills at +1

Choose two

- History	Trained
- Languages	Trained
- Literature	Trained
- Mathematics	Trained
- Philosophy	Trained

Choose two at Trained, the rest at Familiar

- Astronomy (Moons)	Familiar
- Bio-tec (Advanced)	Familiar
- Biology	Familiar
- Earth-tec (Adv.)	Familiar
- Geography (Advanced)	Familiar
- Geology (Advanced)	Familiar
- Isho Weather	Familiar
- Physics	Familiar

JER Page 58

Conceal Self	Experienced
Crossbow	Trained
Fauna Recognition	Experienced
First Aid	Experienced
Flora Recognition	Experienced
Stealth	Experienced
Sword (Your Choice)	Trained
Weather	Experienced
Climb	Trained

Choose two and roll 1d. Highest=Choose another.

- Caji Etiquette	Familiar
- Cook	Experienced
- Foraging	Experienced
- Geography (Basic)	Experienced
- Language (Cleash)	Familiar
- Limilates (Find)	Trained
- Limilates (Prepare)	Familiar
- Set Traps	Trained
- Thikes	Trained
- Tracking	Experienced

Muadra Interaction at +2

LEARSIS Page 58

First Aid	Experienced
Limilates (Find)	Trained
Limilates (Prepare)	Familiar
Medicine	Familiar

Interactions for human and Iscin races at +2
Choose one and roll 1d. Highest=Choose another.

- Biology	Familiar
- Earth-tec (Basic)	Experienced
- Information Search	Experienced

If Character is muadra add:

- Healer Dysha	Trained

Roll 1d. Highest=Also add

- Launtra Moon	+2d6

MERCHANT Page 58

Arithmetic	Experienced
Bargain	Experienced
Fast Talk	Experienced
Knife	Familiar
Thivin Interaction	Experienced

Two races at +3 Interaction
Choose two at Trained.
- Caji Etiquette
- Military Etiquette
- Thriddle Etiquette

Choose one and roll 1d. Highest=Choose another.

- Bribe	Experienced
- Bureaucracy	Experienced
- Current Events	Experienced
- Languages	Trained
- Mathematics	Familiar

MILITARY Page 56

Requirements and costs may vary by nation and race, but skill obtained is comparable. Basic military training, common to the branches of military service. Select branch. See notes for rank.

Hide in City	Experienced
Cook	Experienced
Earth-tec (advanced)	Familiar
First aid	Experienced
Fist	Trained
Foraging	Experienced
Knife	Familiar
Language - Entren (Written)	Familiar
Set traps	Trained
Set up camp	Experienced
Stealth	Experienced
Tracking	Experienced
Wilderness travel	Experienced

Choose one and roll 1d. Highest=choose another.

- 2 handed sword	Trained
- Halberd	Trained
- Pike	Trained
- Spear	Trained

Choose one and roll 1d. Highest=choose another.

- Bochigon	Familiar
- Energy weapons	Familiar
- Talmaron	Familiar
- Thombo	Familiar

Archer Page 57

Third edition lists bow, long bow and Crossbow. Should read bow, long bow OR crossbow

1 pole arm	Trained
1 sword	Trained

Choose one of the following:

- Bow	Familiar
- Long bow	Familiar
- Crossbow	Trained
- +3 to bow skill	

Caji infantry Page 57

Only if muadra are in the military

1 sword weapon	Trained
Healer	Trained
Night eyes	Trained
Power orb	Trained
Shield	Experienced
Wall	Familiar

Isho points are doubled

Cavalry Page 57

1 pole arm	Trained
1 sword	Trained

Choose one and roll 1d. Highest=choose another.

- Bochigon	Familiar
- Thombo	Trained
- Horses	Trained

Infantry Page 57

1 pole arm	Trained
1 sword weapon	Trained
Shield	Trained

Marine/Sailor Page 57

2 sword weapons	Trained

Swim at +2

Talmaron Cavalry Page 57

1 pole arm	Trained
1 sword	Trained
Talmaron	Trained

QUERRID Page 62

1 Weapon (Your Choice)	Trained
Fauna Recognition	Experienced
Flora Recognition	Experienced
Information Search	Experienced
Language (Thriddle)	Trained
Limilate (Find)	Trained
Limilate (Prepare)	Familiar
Weather	Experienced
Thriddle Interaction	Trained
Wilderness Travel	Familiar

Choose one and roll 1d. Highest=Choose another.

- Crystal Cutting	Familiar
- Earth-tec (Basic)	Experienced
- Fast Talk	Experienced
- Language (Shanthic)	Familiar

If Shanthic Language taken, Shantha Interaction at +3

SAILOR Page 13-61

Arithmetic	Experienced
Club	Trained
Current Events	Experienced
Drinking	Experienced
Language (Woffen)	Familiar
Military Etiquette	Familiar
Woffen Interaction	Familiar

Choose one and roll 1d. Highest=Choose another.

- 1 Language (Your Choice)	Trained
- Bribe	Experienced
- Fast Talk	Experienced
- Gaming	Experienced
- Philosophy	Familiar
- Underground Information	Trained

SERVANT S1

A hired servant. It's mind-numbing, but honest work. The player needs to name his/her employer and their occupation. -2 to Education, -4 Social.

- Bargain	Experienced
- Arithmetic	Experienced
- Cook	Experienced
- Fast Talk	Experienced
- Conceal Self	Experienced

SHAST Page 61

Arithmetic	Experienced
Club	Trained
Current Events	Experienced
Drinking	Experienced
Language (Woffen)	Familiar
Military Etiquette	Familiar
Woffen Interaction at	Trained

Interaction at +2 for bronth, crugar, cygra, and human

Choose one and roll 1d. Highest=Choose another.

- 1 Language (Your Choice)	Trained
- Bribe	Experienced
- Fast Talk	Experienced
- Gaming	Experienced
- Philosophy	Familiar
- Underground Information	Trained

SHERJA Page 55

Defend w/o weapon	Trained
Fast Talk	Experienced
Fist	Trained
Kick	Trained
Tackle	Trained
Thikes	Trained
Underground Information	Trained

All at hletic skills at +1

SLASH S1

Low ranking military employee who clears jungle and growth. A slash will go into the jungle with a team of other slashers for up to ten weeks. With machettés (treat damage as sword) they hack their way through the brush to keep open land between Burdoth and the jungle, and to keep the trails wide and passable. -3 to Social, -2 to Learn.

2 Blade or PolearmWeapons	Trained
Cook	Experienced
Fishing	Experienced
Flora Recognition	Experienced
Geography (Local)	Experienced
Hunting	Experienced
Machetté .	Trained
Set up Camp	Experienced
Tracking	Experienced
Wilderness Travel	Experienced

THOMBOC Page 13

1 Weapon (Your Choice)	Trained
Bochigon	Familiar
Drinking	Experienced
Fist	Trained
Gaming	Experienced
Knife	Trained
Thombo	Trained

Choose one and roll 1D. Highest=Choose another.

- Cook	Experienced
- Creature Care	Familiar
- Horse	Trained

TOTH (city) Page 61

Current Events	Experienced
Getting Around	Experienced
Weather	Experienced
Crowd Maneuver	Trained

TOTH (country) Page 61

Farming	Trained
Thombo	Trained
Weather	Experienced
Wilderness Travel	Experienced

TRIM S1

Trims (or trimsmen) are airship controllers from Jasp. The class is open to all races. Muadra receive separate skills for crystal manipulation. Caji trimsmen use daij to increase isho X3 for six hours, followed by 11 hours of reduced isho byFamiliar, followed by ten hours of normal isho (remember, Jorune has 27 hour days). The work will burn you out, so -3 to Constitution and -2 to Strength.

Carpentry	Trained
Crystal Cutting	Familiar
Geography (Local)	Experienced
Geography (World)	Familiar
Lore (Jasp)	Experienced
Shipwright	Familiar
Ship Handling	Trained
Sword	Trained

if Caji, add three

- Lore (Shanthic)	Familiar
- Lore (Caji)	Trained
- Fire Touch	Familiar
- Frost Bolt	Familiar
- 3 Dyshas	Experienced
- 4 Dyshas	Trained

VETERAN (Ex-Militia) Page 56

Conceal Self (as Hide in...)	Experienced
Cook	Experienced
Earth-tec (Basic)	Experienced
First Aid	Experienced
Fist	Trained
Foraging	Experienced
Knife	Familiar
Language (Entren)	Familiar
Set Traps	Trained
Set up Camp	Experienced
Stealth	Experienced
Tracking	Experienced
Wilderness Travel	Experienced

Choose one and roll 1d. Highest=Choose another.

- Halberd	Trained
- Pike	Trained
- Spear	Trained
- Sword	Trained
- Two-handed Sword	Trained

If sword was chosen, add:

Shield	Trained

Choose one and roll 1d. Highest=Choose another.

- Bochigon	Familiar
- Energy Weapons	Familiar
- Talmaron	Familiar
- Thombo	Trained

YIORDEH Page 62

Bribe	Experienced
Conceal Self	Experienced
Fast Talk	Experienced
Fist	Trained
Getting Around	Experienced
Information Search	Experienced
Knife	Trained
Sword	Trained
Tailing	Experienced
Underground Information	Trained

Choose one and roll 1d. Highest=Choose another.

- Bureaucracy	Experienced
- Contacts	Experienced
- Current Events	Experienced
- Gaming	Experienced
- Pick Locks	Familiar
- Crowd Maneuver	Familiar

YORD	Page 63
Fist	Trained
Getting Around	Experienced
Knife	Trained
Crowd Maneuver at	Familiar
Human Interaction	Experienced
Choose one	
- Polearm or Sword	Trained
Choose one and roll 1D6. Highest=Choose another.	
- Bureaucracy	Experienced
- Conceal Self	Experienced
- Current Events	Experienced
- Tailing	Experienced

* Skill provided in occupations but not explained in Third Edition Check Sholari Pack for clarification.

Additional Occupational Packages may be added to the formal j20 documents, or can be created and modified by players of existing games.

If you have a good song and dance that the sholari agrees woul dallow youre character to a muadra in the Ros Credori army, or other special idea for a character, go for it! The idea is to have FUN!

RACES YOU WILL NOT BE PLAYING

Jorune is a strange place where several races have learned to share the world. Some will be available for you to play in the game, and others … you will simply encounter. There is secret knowledge to each race, but there is a level of public knowledge also.

There is no way to *enforce* this idea, so any sholari who feels their game would be better with a PC Cleash in their party can do so. We just don't think it is a *good* idea.

CLEASH

Huge, beetlelike denizen of the TrinnuJungles between Burdoth and Anasan. Cleash have been spotted in other areas of Jorune — the plains of western Temauntro, the ice fields of Gilthaw, and the wastes of the Doben-al. Periodically Cleash have attacked Tan Iricid, home of their blood enemies, the Thriddle. Cleash control Scarmis as their personal servants, apparently by chemical codes released near the Scarmis. Cleash produce egg capsules from a special orifice in the abdomen. The capsules can be created by the conscious control of the Cleash to become throw-explodes, smoke, acid, mixed with blinding flashes of light (Flash Bang egs). Cleash will also "fry" their own eggs to create a highly prized type of money. A "cleash egg" is a transparent pod about eight inches long and three inches wide, often amber or pale green, in which the translucent embryo of an unborn Cleash can be seen. As a barter item, cleash eggs are valuable, although the upper society of the civilized realms consider them proof of the Cleash inhumane disregard for life.

CROID

A servant race of the Lamorri, there is speculation that corastin are genetic modifications of the croid stock. Croid lack the retention and advanced mental processes necessary for complex skills, but can be used for some simple tasks, much like oxen or draft animals, including simple tote-and-carry taskes, but are best left in the wild where they survive in small groups of females with their young and separate bands of hunting males. Corastin are known to be extremely protective of their croid cousins and will make any curelty or actain against croid within their perception a very costly mistake.

RAMIAN

A fierce race of blue-skinned warriors who undergo periodic changes of temperament and body. During times of *chiveer*, assumed to be a mating bloodlust, bony spikes appear over the Ramian's body and their ability to resist the impulse to kill cannot be suppressed. They will attack with their great stone swords with a gusto unknown to other races. The Ramian who is able to withstand his bloodlust may wear a circlet of distinction and will explode veins on the sides of his head, indicating the depth of the struggle to retain *chiven-rachu-eh*, or "mastery of oneself." Oddly, records exist of heroic and admirable Ramian, though most members of the general public may not believe that such a thing is

possible.

SHANTHA

The recognized original inhabitants of Jorune, the eyeless Shantha are objects of terror or awe for the other races. They are not dependent on personal isho levels to weave massive dyshas, and can create new isho constructs on a whim. They prefer walking through warps to go where they want and will use other forms of transportation only for special reasons. Shantha live underground and belong to one of the seven Lih-al by birth. Their underground cities are usually built where a skyrealm is about to break free of the ground — Shantha stabilize the birthing skyrealm and create homes and civic centers in the huge caverns opened beneath the crystal-rich mountains. Shantha see by isho and can observe you without facing you, which can unnerve some travelers. Ud Sho Gobey is the current speaker for the Shantha and lives with a resident Tra-Shantha in Ardoth. Desti is an island west of Temauntro where Shantha keep the old ways. Travelers are not forbidden, but no provision is made for those requiring nonshanthic foods.

THRIDDLE

These pear-shaped, stalk-eyed aliens are the language masters of Jorune and brokers in a wide variety of knowledge and artifacts. Their fortress island of Tan Iricid houses a great museum with far more information about the past of Jorune than many people suspect. Thriddle are born through a mating process never observed by outsiders. Every five years a new crop of thriddle babies arrives, and the Thriddle find it impolite for you to ask. Thriddle may instigate some of the greatest intrigues on the planet, but few have the stomach for a fight. When frightened they will involuntarily release a foul stench through their “trid nodes”, located on the top rear of their pear-shaped bodies. Some Thriddle have learned enough isho skills to be *fadri* (instructors). They will give you half an answer for each question you ask and maintain a series of Thriddle centers around the planet — always a good place to stop for some information, or a job (check the board at the Thriddle Center).

LAMORRI

The very lucky may know about the Lamorri. They were an invading force that came to Jorune a thousand years ago and temporarily enslaved the Shantha. The Eelshon-she-evid is a shanthic representation of the Lamorri, as are the Lamorri evids. Lamorri brought Ramian, Croid, Corastin, and Thriddle as their servants, and the Cleash came with the Lamorri as their partners. Somewhere out there the Lamorri may still exist. After fifty years of shantha enslavement, a Ca-Desti known only as The Desti rose up to expel the Lamorri. The Desti built isho cannon that shot a Lamorri ship from the sky and created a whole new war technology to use against the invaders. The Lamorri left, abandoning their slaves and their partners, and have not returned. Yet.

INTERACTIONS

When dealing with another race, your character will usually have a positive or negative cultural reaction to that race. These bonuses and penalties will apply to conversation, etiquette, language, and other dealings between races.

Bonus die makes success easier — Penalty makes success more difficult

	Acubon	Blount	Boccord	Bronth	Corastin	Crugar	Cygra	Human	Muadra	Ramian*	Salu	Scarmis	Thivin	Tologra	Trarch	Woffe
Acubon	–3	–2	–1	–1	—	+2	+1	—	–2	0	–2	–1	–2	+2	—	+1
Blount	–2	–3	—	–1	–2	+2	+1	—	–2	0	–2	—	–3	+1	–2	+1
Boccord	—	—	–3	—	–2	+2	+2	—	—	0	+1	+2	–2	+2	+1	+2
Bronth	—	—	—	–3	–2	+2	+1	—	–1	0	+1	+1	–2	+1	–1	+2
Cleash	+3	+5	+4	+4	—	+5	+5	+3	+4	0	+5	–2	–1	+3	+4	+5
Corastin	—	–2	–2	–2	–3	+1	—	–2	–2	0	–1	–1	–2	–2	–2	+1
Croid	+3	–1	–1	–1	–2	+2	+1	—	–1	0	—	—	–1	—	–1	–1
Crugar	+2	+2	+2	+2	+1	–3	–3	+4	+4	0	+1	+2	–1	+1	+1	+5
Cygra	+1	+2	+1	–1	—	–3	–3	+1	+2	0	—	+1	–1	+1	—	+4
Human	—	–1	—	—	–1	—	+1	–3	–2	0	+1	+1	–2	–1	+1	+2
Muadra	—	–1	—	—	–1	—	+1	–2	–3	0	—	+1	–2	–2	–2	+3
Ramian*	+4	+3	+4	+4	–5	+5	+5	+5	+4	0	+5	+2	—	+3	+5	+4
Salu	–3	—	–1	–1	—	+2	+1	—	—	0	–3	–1	–2	+2	—	–1
Scarmis	–1	—	+2	+1	–1	–1	–1	+1	–1	0	–1	–3	–2	+2	+1	–3
Shantha	–1	+1	+1	+1	–2	+2	+1	+2	–2	0	—	+3	—	—	+2	–1
Thivin	–3	–3	–2	–2	–3	–2	–2	–2	–2	0	–2	–2	–4	–1	–3	+4
Thriddle	—	—	+1	—	–2	—	–1	+1	–1	0	–1	—	–3	—	–1	+1
Tologra	+2	+1	+2	+1	–1	–1	–2	+2	–1	0	+2	+2	–1	–3	–2	+1
Trarch	—	—	+1	–1	–2	+1	+1	+1	–2	0	—	+1	–2	–2	–3	+1
Woffen	—	–2	—	–2	–1	+3	+1	—	–2	0	—	+2	–2	+1	+1	–3

*Ramian on the top row are non-Voligiri; along the left are Voligiri / Gire or “uncivilized” Ramian.

SKILL POOLS

You have several pools of points available to develop your character. Some points may be used only for a specific group of skills; others may be used to increase any skill unless prohibited by your race, class, or other choices.

PRACTICAL KNOWLEDGE

For *Practical* skills you have Intuition X 3 points. These may be used only to start or increase Practical skills.

See page 53 of the 3rd Edition rulebook.

COMMON

For *Common* skills you have Education X 3 points. These may be used only to open or increase Common skills.

See page 53 of the 3rd Edition rulebook.

ATHLETICS

The base in your four *Athletics* skills is Agility divided by 3. You also have the number of points in your Agility to distribute into those four skills, and you may add other points from Occupational, Common, Practical, and Personal Interest into your Athletics.

COMBAT

Combat skills have a base of 4. You also have Strength + Reflexes + Agility in points to spend on *Combat* and *Weapon* skills. These points may be used only for Combat and Weapon skills. Additional points may be added to Combat from your Occupational or Practical points.

OCCUPATIONAL

For *Occupational* skills you have Learn X 3 points to open or increase skills. These points may be used to open or increase *any* skill related to your occupation, subject to the Sholari's approval. You may also use Occupational skill points to purchase occupational packages.

PERSONAL INTEREST

For *Personal Interests* you have Intuition + Will in points for use in *any* skill, including increasing skills from other groups.

PERCEPTION

The separate perceptive scores should reflect the racial modifiers, and can be improved at 1 poin for 1 level of increased ability.

BACKGROUND

For your *Background* you have one free Moderate or two free Easy skills for each parent or your family occupation (for a maximum of 2 Moderate to open skills or add 1 skill level or 4 Easy skill levels to add to Easy skills).

For example, if you were raised in a crafts family, your father was a cook and your mother was a potter, you would have a basic Cooking skill at +2 and a Craft (Potter) at +1.

Or if your parents were jers, you might choose your father's Sprint skill at +1, and you rmother's Limilate Preparation at +1.

Background skills are the player's choice, subject to the Sholari's approval.

LANGUAGES

Your speak your own language at the level of your Education – 3. If your culture is literate, you also can read your own language at Education – 6, and may be able o write at Education – 9. Points may be added to Language from Common, Practical, Occupational, and Personal Interest points. You have a bonus of –3 when trying to communicate with someone in your own language. You may have additional modifiers based on your race.

SKILL COSTS

Combat skills cost nothing to have the skill at a Rank of 4. Each rank thereafter costs 1 point for one point of skill.

Easy skills cost nothing to have the skill at a Rank of 2. Each rank thereafter costs 1 point for 1 point of skill.

Moderate skills have no level for unfamiliar and may not be rolled upon until the skill is opened. The opening cost is 2 points for a Rank of 1. Each level of rank after opening costs 1 point for 1 point of skill.

Hard skills have no level for unfamiliar and may not be rolled upon until the skill is opened. The opening cost is 3 points for an opening Rank of 1. Each level of rank after opening costs 2 points for 1 point of skill.

Very Hard skills have no level for unfamiliar and may not be rolled upon until the skill is opened. The opening cost is 4 points for a skill Rank of 1. Each rank after opening costs 3 points for 1 point of skill.

	COST TO BEGIN	OPENING LEVEL	POINTS TO INCREASE	INCREASE LEVEL
Combat	No Cost	4	1	+1
Easy	No Cost	2	1	+1
Moderate	2	1	1	+1
Hard	3	1	2	+1
Very Hard	4	1	3	+1

Sill List

	Diff
Acting	M
Advance	C
Animal Handling	
Bochigon	V
Horse	H
Lothern	H
Pibber	E
Talmaron	M
Tarro	M
Thombo	E
Arithmetic	E
Armorer	H
Astronomy	M
Bargain	E
Biology	E
Bio-Tec (Adv)	H
Bio-Tec (Basic)	E
Bite	E
Blacksmith	H
Bribe	E
Bureaucracy	E
Caji	H
Caji Etiquette	M
Carpentry	M
Carving	M
Climb	E
Conceal Object	E
Conceal Self.Wild	E
Condrij	M
Condrij Etiquette	M
Contacts	E
Craft (Specify)	M
Cooking	E
Creature Care	M
Crowd Maneuver	M
Crystal Cutting	M
Current Events	E
Dancing	M
Defend w/Shield	C
Defend w/o Weapon	C
Drawing	M
Drinking	M
Earth-Tec (Adv)	H
Earth-Tec (Basic)	E
Endurance	M
Entangle	C
Evade	C
Farming	E
Fast Talk	E
Fauna Recognition	E
Feat of Strength	E
First Aid	E
Fishing	E
Fist	C
Flora Recognition	E
Foraging	E
Gaming	E
Geography (Adv)	M
Geography (Basic)	E
Geology (Adv)	M
Geology (Basic)	E
Getting Around (specify)	E
Hear	E
Hide in City	E
History (Adv)	M
History (Basic)	E
Information Search	E
Isho Weather	M
Juggling	M
Jump	E
Kick	C
Languages	H
Learsis	M
Limilate – Find	E
Limilate Preparation	M
Literature	H
Lore	E
Mathematics	M
Medicine	M
Metallurgy	H
Military	M
Military Etiquette	M
Orating	M
Painting	M
Philosophy	M
Physics	M
Pick Locks	M
Pick Pockets	M
Play Instrument	M
Prestidigitating	H
Resist	M
Run	E
Sailing	M
Sculpting	M
Searching	E
See	E
Set Traps	E
Set Up Camp	E
Shantha	V
Shantha Etiquette	M
Shipwright	M
Silent Movement	E
Singing (Whistling)	M
Smell	E
Sprint	M
Story Telling	M
Swim	E
Swordsmith	H
Tackle	C
Tailing	E
Tanner	M
Taste	E
Teaching	M
Thriddle Madness Etiquette	H
Throw (Balanced)	E
Throw (Unbal.)	C
Touch	E
Tracking	E
Traveler	M
Underground Info	M
Wainwright	M
Weaponsmith	M
Weather	E
Weaver	M
Wilderness Travel	M
Withdraw	C
Writing (Author)	M

LANGUAGES

Acubon§	M
Blount (Abahth)	M
Blount (Boru)*	M
Cleash**	V
Corastin	M
Croid	H
Crugar/Cygra (Chaun-Tse)	M
Human (Entren)	E
Ramian (Rorch-ko-hom)	V
Salu§	M
Scarmis** (Gee'bo'ko'ushic)	V
Shantha	V
Thivin (Thuak)	M
Tologra (Hotha)	M
Thriddle (Triddis)	F
Trarch (Troffa)	H
Woffen (Thowtis)*	M

Your own language is Spoken at Education. Read is at EDU –3, and Write is at EDU –6.

**Understood by each other, foreign language at –2 native level (Spoken, Read, Written).*

§, ** *Understood by each other, –1 native level.*

REMEMBER: No matter how difficult a language may be for another race to learn, the character's *native* language is always Easy.

ISHO***

Dyshas	H
Estimate Isho	M
False Signature	M
Mask Signature	H
Race Signature	M
Tra Sense	H
Warp Stabilize	H

****If available at all.*

COLOR

Dyshas	E-M-H
Crystal Cutting	M
Crystal Manipulation	H

Two basic rules for the J20 system: No matter how your base is modified, a 20 always fails. If a roll is allowed at all, a 1 always succeeds.

REMEMBER: A penalty raises the roll result. A bonus to a roll lowers the roll result.

COMBAT

Combat is not just die rolls. The narrative of the moment will dictate that certain things are not possible, other things are probable, and still others are mandatory.

Characters may always attempt to evade (roll on Coordination vs. attacker's roll). With multiple actions, after everyone with an action has had one action, those with second actions may go, and after all second actions are completed, third actions go.

Up to three rolls occur in each combat round.

ADVANTAGE ROLL
1d20, roll low

COMBAT ROLL
1d20, with modifiers, roll low

HIT LOCATION
Call shot, or 1d20

Armor is a factor if damage is taken and if armor is said to cover the hit location.

For combat results, roll 1d20.The number is direct competition: the attack against the defense. Low number succeeds.

It is possible for you to succeed at a defense skill but still take damage when the attacker rolls better than you do. In combat, the low number takes the round. Four rules govern combat and damage.

(1) If the defender makes a roll to defend against an attack, and the attacker makes the skill roll for the attack but rolls lower, the damage is the difference between the attacker's weapon or maneuver skill and the actual successful roll number. Factor is then applied to increase the damage.
(2) Tie goes to the defender.
(3) If the defender rolls under the attacker, the attack fails. No damage is taken. Tie goes to the defender.
(4) If the defender chooses to counterattack, both participants in the round deliver damage equal to the difference between their skill levels and their rolls *if* they have succeeded on their skills in the attack. If only one of the combatants succeeds, only that character delivers damage. If neither succeeds, neither delivers damage.

ADVANTAGE

Advantage is rolled at the beginning of each combat round. A combat round is two seconds of time.

20	No action possible
19–18	Defensive action only
17	One Action: Attack at –15 or Defense
16–13	One Action: Attack at –10 or Defense
12–10	One Action: Attack at –5 or Defense
09–05	One Action: Attack or Defense
04–02	Two Actions: Attack or Defense
01	Three Actions: Attack or Defense

COMBAT MODIFIERS

Most combat will have modifiers according to positions, previous wounds, previous actions, race, and/or weapons (advantage modifiers and weapon factors).

HIT LOCATION

If damage is taken, the *hit location* is required for narrative and game mechanics. The hit location may increase or decrease damage taken and will determine if armor was available to absorb some of the damage. Front and back, left and right are determined by the narrative to explain the area exposed to damage in the attack. A "called shot" – specifying where you want to hit the target – costs a penalty to the roll.

ROLL	LOCATION	ADD'L DAMAGE	TO HIT
1	Head	+3	+6
2	Shoulders	+1	+4
3–6	Chest/Back		—
7	Upper Arm	+1	—
8	Lower Arm	+1	—
9	Hand	+3	+4
10–13	Stomach/Back	+1	—
15	Hips		—
16–17	Thigh	+3	—
18	Calf	–1	—
19	Foot		+4
20	Gahoolies	+2	+6

Cover may modify what part of the body was available to hit. Questions of right/left or front/back will be determined by the narrative and the physical relationship between the positions of the attacker and defender.

DAMAGE

Damage has long-term effects. Wounds distract from mental attempts, cause limitations to physical actions, and continue until the wound is healed.

PERCENTAGE OF BODY	EFFECT	
< 10%	Stunned	Three rounds at +5, +3 and +1.
11%–25%	Light wound	+3 penalty until healed.
26%–50%	Serious wound	+5 penalty until healed.
51%–75%	Grave wound	+10 penalty until healed. Successful roll on Will to remain conscious (no penalty)
75%–90%	Critical wound	+15 penalty (1 always succeeds). Successful roll on Will to remain consciouse (+5 penalty)
91%–110%	Near Death	No action possible. Successful roll on Will to remain conscious (+10 penalty)
111%–150%	Coma	Unconscious, cannot recover until healed to 0 Body. Additional 1d6 damage to Body every four hours.
200%	Dead	No healing possible.

HEALING

Healing can be accomplished with success rolls on First Aid, use of Launtra crystals, and casting Healer dyshas. Serious and more severe wounding requires Medicine or professional learsis to heal the character to the level where First Aid is effective. The narrative for high-level wounds may include scedri clothes, medicines, treatments, bindings, or other more conventional healing techniques.

Success at the Level	+1
Success above Level	+2
Natural 1	+3
Second Success on a Natural 1	+4

No nonmedical healer can heal beyond 4 points in the first day of damage. A medical healer may add 2 more points to the first day's healing. No character can be healed more than 6 points of Body the first day. No more than four attempts may be made in a 24-hour period.

WEAPONS

HANDLED WEAPONS

		Factor			
	Diff	**Small**	**Med.**	**Large**	**Range**
Axe	M	7	6	5	Moderate
Battleaxe	V	8	5	4	Moderate
Club	M	7	6	5	Moderate
Morning-star	V	6	5	4	Short
Staff	M	7	6	5	Short

RANGE WEAPONS

		Factor			
	Diff	**Small**	**Med.**	**Large**	**Range**
Bola	M	9	8	7	Moderate
Bow (as bludgeon)	M	—	—	—	Long
Long Bow (as bludgeon)	H	—	—	—	Long
Arrow (Sheaf)	—	7	6	5	
Arrow (flight)	—	6	5	4	
Crossbow (as bludgeon)	H	—	—	—	Very Long
Stone Tip Bolt	—	6	5	4	
Metal Tip Bolt	—	5	4	3	
Pistol, Crystal (as bludgeon)	M	—	—	—	Moderate
Rifle, Crystal (as bludgeon)	M	—	—	—	Long
Crystal Shot	—	5	4	3	
Sling Shot	M	7	6	5	Long

*Removed ranges from missile weapons when used as bludgeons.

POLEARMS

		Factor			
	Diff	**Small**	**Med.**	**Large**	**Range**
Hak-frist (Crugar spear)	M	8	7	6	Moderate
Halberd	M	7	6	5	Short
Pike	M	7	6	5	Short
Spear	E	6	5	4	Moderate
Throwing Spear	M	5	4	3	Long
Trident	M	6	5	4	Moderate

BLADED WEAPONS

		Factor			
	Diff	Small	Med.	Large	Range
Knife	E	6	5	4	Short
Throwing Knife	E	6	5	4	Long
Thikes	E	7	6	5	Short
Sword	E	7	6	5	Short
2-handed Sword	M	8	5	3	Short

ARMOR

Armor absorbs damage. There is no activation roll; a numerical value is deducted from the damage taken in a combat round. Armor can be damaged or destroyed when its limit is reached.

Leather And Fabric

Type	Cover*	B	P	S	E	F	Value
Leather Workshoe	F	Y	N	Y	Y	Y	3
Canvas Shoes	F	Y	N	Y	Y	Y*	1
Denim Coveralls	TAHL	Y	N	Y	Y	N	2
Denim Dungarees	L	Y	N	Y	Y	N	2
Denim Jacket	TA	Y	N	Y	Y	N	3
Denim Vest	T	Y	N	Y	Y	N	3
Felt Hat	S	Y	N	N	Y	Y**	1
Heavy Long Coat	LTA	Y	N	Y	Y	Y**	3
Leather Shoes	F	Y	N	Y	Y	Y	3
Leather Jacket	TA	Y	N	Y	Y	Y	4
Leather Pants	HL	Y	N	N	Y	Y	3
Leather Vest	T	Y	N	Y	Y	Y	3
Leather Helmet	S	Y	N	Y	Y	Y	4
Wool Cloak	LHTA	Y	N	Y	Y	Y**	2
Wool Suit	LHTA	Y	N	Y	Y	Y**	2

Metal

Type	Cover*	B	P	S	E	F	Value	Notes
Metal Plate	SHTAL	Y	Y	Y	N	N	5	
Metal Studded	SHTAL	Y	Y	Y	Y	Y	6	
Helmet (Military)	S	Y	Y	Y	N	Y	6	
Ring Mail	SHTA	Y	Y	Y	N	Y	7	

ISHO

Type	Cover*	B	P	S	Isho	F	Value	Notes
Crystal	STAH	N	N	N	Y	N	5	
Crystal Net	STAH	N	N	Y	Y	N	8	
Crystal Scale	STAH	Y	N	Y	Y	Y	7	

Combination

	Cover*	B	P	S	Isho	F	Value	Notes
Leather / Net	STAH	Y	Y	Y	Y	Y	6/8 Isho	

Earth-Tec

	Cover*	B	P	S	E	F	Value	Notes
D.A.: Deflector**	STAHLF	Y	Y	Y	N	N	7	No Isho Protection
E-Rep: E-Reflector	STAHLF	Y	Y	Y	Y	N	8	No Isho Protection
MAS: Mobile Active Suit	STAHLF	Y	Y	Y	Y	Y	9	No Isho Protection

*Cover code: A = Arms, F = Feet, H=Hips, L=Legs, S=Skull, T=Trunk

**Until it catches fire – 1d6 rounds.

MONEY

Your character begins with (1d20 X 100) gemyules with which to purchase weapons, armor, and other equipment. You may assume you already have clothing and your basic tools at the start of the game (subject to the approval of your Sholari).

MONEY.....**SYMBOL**
Bits.....b
100 bits in a gemyule.....y
10 yules in a gemlink.....l
10 links in a gem.....g
10 gems in a cluster.....gc
10 clusters in a star.....gs

Klade rates are considered minimums. Food prices are based on the availability, quality, and desirability of the goodies. Of course, any deal is open to haggling, if both parties agree.

This is a partial, suggested list.

FOOD
apple.....1–3 b
biffid.....20 b
bitter rock candy.....2 b
bread (corn).....50 b
bread (dharrin).....20 b
bread (wheat).....80 b
byritt (bag).....1 y
dinner (fine).....4 y
dinner (simple).....1 y
durlig (kilo).....90 b
giggit.....2 l
jerrig (kilo).....25 b
malmis.....1 y
matlhin.....2 y
meat pies (thivin).....70 b
mowgah root.....80 b
nuts (kilo).....50 b
pibber.....1–3 y
potatoes (kilo).....1–4 y
rusper (goblet).....80 b
scolian rusper (goblet).....1 y
sperrig.....2–8 y
stomeh.....90 b
sweet cream candy.....75 b
sweet roll.....50 b
thombo (kilo).....1 y
weeks rations (bearable).....2 y
weeks rations (enjoyable).....5 y
wholl.....2 y
woog 'n' woof.....8 y

PROTECTION
leather armor (thombo).....3–10 l
leather armor (cowhide).....5–20 l
ring mail.....15–50 l
locurian grunder.....50–100 l
crystal armor.....250–800 l
reflector armor (Earth-tec) .200 gc

LABOR (* = indicated klade rate)
agent*.....
10%–30% of deal
apprentice* (day).....3–5 y
archivist (week).....5 l
astrologer.....20 y–5 l
beaster.....paid by the animal
chattel slave (contract).....20 l
cleaner* (cleaning).....20 y
condrij (day).....5–10 l
craftsman (journey* / day).....80 y–2 l
craftsman (master* / day).....2 l–5 l
crystal reader (reading).....20 y–1 l
daijic* (day).....70 y
earth tech specialist (week)..10 l
entris* (hour).....10 y
fahdri (lesson).....50 y–5 l
githern* (assignment).....2–20 l
guide (hour).....2–5 y
jer* (delivery).....2–4 y
learsis (Green Order).donation
learsis* (public).....5–50 y
military laborer (civilian / day)
.....5–10 y
night companion*.....6 y–5 l
office toth (day).....50 y
palm reader.....5 y
personal servant (week).....4–10 l
porter* (day).....1y–2y
sailor (voyage).....5 l
sherja (fight).....10–50 y
shop toth (day).....35 y
slash (civilian – day).....5–10 y
soldiers (week, plus food / housing)
admin.....1–3 l
archer.....2–4 l
caji infantry.....2–5 l
cavalry.....3–5 l
earth-tec trained.....5–8 l
food service.....1–2 l
infantry / marine.....3–5 l
palace guard.....4–6 l
supply.....2–4 l
talmaron cavalry.....3–5 l
thomboc (day).....10 y
trail boss (journey).....50–200 l
tutor* (lesson)
academic.....2–15 y
copra.....20 y–2 l
weapon.....10 y–4 l
yiordeh (day).....5–10 y

WEAPONS
arrow (quiver of 24).....
axe .....
battleaxe.....
bolts, standard (20).....
bow, standard.....
bow, longbow.....
cells
attack.....
combat.....
standard.....
club
standard.....
large (trarch).....
huge (corastin).....
crossbow
small.....
large (cleash).....
crystal musket.....
crystal pistols.....
Earth-tec modification.....
field ram (Earth-tec)
hand.....
rifle.....
halberd.....
HPP (Earth-tec).....
knife.....
knives (throwing set of 3).....
laser (Earth-tec)
hand.....
rifle.....
longbow.....
machete.....
pike.....
pulsar (Earth-tec)
hand.....
rifle.....
shanthic blades.....
shield generator (Earth-tec).....
spear.....
sword
regular.....
two-handed.....
trident.....

Some weapons for larger races may require additional time and cost to manufacture.

ISHO

Your character sheet has room for several dyshas. The following dyshas are available to beginning characters within the limitations of a character's racial isho spectrum. The art of weaving is an improvable skill, and new dyshas can be created by the player, if the character is willing to risk the penalties of failed or toxic rolls on the attempt.

NOTE: When you buy a dyaha, it costs Color Points to purchase. You must spend a minimum of 50% +1 points in your primarly Lih-al. When using the dysha, the same cost is deducted from your Isho points and the skill to throw is your ISHO characteristic.

28 Basic Dyshas of the Lih-als. ***Key dyshas are in Bold Italics.***

Group	Tra	Shal	Launtra	Ebba	Du	Desti	Gobey
Ca-Gobey *Easy*	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetration Bolt	***Shield***
Ca-Desti *Easy*	Reflector	Frost Bolt	Stiff	Spinner	Sear	***Lightning Blast***	
Ca-Du *Moderate*	Inner Eye	Spectral Stun	Night Eyes	Power Orb	***Orb of Light***		
Cie-Ebba *Moderate*	Floater	Scramble	Shining	***Levitate***	You must learn the key dysha of your own Lih-al first.		
Ca-Launtra *Moderate*	Inner Eye	Body Freeze	***Healer***	Read down for Lih-al, across and up to the same Lih-al for the seven dyshas native to that moon/color group.			
Ca-Shal *Hard*	Rummage	***Brain Blast***					
Ca-Tra *Hard*	***Deflector***						

ISHO AND COLOR CALCULATIONS

This description may sound complex, but all it means is that you do three things to get ready to use Isho skills and dyshas.

Isho Pool = Isho Characteristic _____ x Isho Racial Mod. _____ = _____ Isho Pool (Purchasing)

50% Isho Pool = _____ Lih-al (Primary Color) points (round in favor of Lih-al (Purchasing))

Remaining Isho Pool = _____ Other Colors of Isho (Purchasing)

Color Pool = Color Characteristic _____ x Isho Racial Mod. _____ = _____ Color Pool (Game Play)

Isho is an energy pervades all living things. It has been called many things by many races throughout the galaxy, but on Jorune it has taken the distinct from of isho. Sho-sen, the breath of life, runs through all living things on Jorune, including the aliens who have come to call this world home.

Isho exists in seven colors, each dominated by one of the seven moons, and moving with an ebb and flow like the tides of the sea.

Many of the intelligent residents have learned to weave isho into useful forms called dyshas. Dyshas come in three forms: bolts, orbs, and "body" isho which is trickled to or from the weaver. Blending isho types can be a source of both power and danger.

Of the alien races, Muadra are the most proficient weavers, second only to the native race, the Shantha. Thriddle, Woffen, and Crugar are able to weave limited dyshas. Pure humans have very restricted access to low isho (Gobey and Desti). Boccord and some other races have limited access, and the presence of Shal isho can drive a Ramian mad.

A chart is provided to show which race has access to which varieties of Isho.

The cost of weaving isho is not the same for all races, and it may be so expensive for some that isho remains an unattainable dream.

Isho Modifiers

Each race has a different level of compatibility with isho, represented by the "Isho Modifier" in the racial chart. To use isho, the modifier is used to calculate two pools of points:

ISHO POINTS are the character's Isho characteristic times the Isho Modifier, for the points used to *buy* dyshas and Isho skills.

COLOR POINTS are the character's Color characteristic times the Isho Modifier, for the points used during game play to *use* dyshas and Isho skills.

The total amount of isho you may expend in any given period of game time is the number of Color Points remaining. When you reach zero Color Points, you may no longer use Isho skills or dyshas.

If the number of points remaining in your Color Points is *fewer* than the number required to use a dysha or Isho skill, you may choose to "push" and attempt the task, but regnerationtime is then doubled — you may not use any dysha or Isho skill until twice the time normally needed for regeneration.

All isho regeneration times are in subjective game time.

Purchasing Isho Skills or Dyshas: Before the game begins you need to spend your pools of Isho and Color Points to provide your character with available isho-related abilities to use in the game. The purchases are limited to the individual character's racial isho spectrum.

The Isho Points available to use in the purchases are the same ones you generated above. You have this number of Isho, Lih-al, and Other Color Points to buy the dyshas and Isho skills available to your race.

The color cost of using a dysha or Isho skill is equal to the cost of buying that dysha or Isho skill.

Up to 10% of the total available Isho Points may be saved to purchase Isho skills and dyshas. Any points that have not been used for these purchases by the end of the third game session are lost and do not become available at a later time, or are reduced to 1 point if the dysha is the key dysha for your Lih-al.

For simplicity, the initial dyshas are arranged with two elements: 1 of Isho A and 1 of Isho B, or 2 of the isho in the "key dysha" — a core dysha available at one half the level of the Isho characteristic at no cost. The cost of increasing dyshas and Isho skills is the same as for other skills, according to difficulty and per-level costs, with one exception. Purchase of a key dysha other than your own costs *double* the normal calculation.

For these examples we will use a Muadra with an **Isho Modifier** of **3**, an **Isho characteristic** of **12**, and a **Color characteristic** of **11**. This means the Muadra has an Isho pool of 36 points to buy dyshas and Isho skills, and a Color pool of 33 points to use during the game.

SIMPLE ISHO PURCHASE EXAMPLE:

Healer dysha is the key dysha for Launtra. No cost to puchase at 1/2 your Isho characteristic (round up).

There is a cost of 1 Color Point when you use this dysha. The dysha costs 1 point to improve 1 level. The Muadra has an Isho characteristic of 12, so may use Healer at level 6 without spending any Isho Points, and it will cost 1 Color Point during the game.

The player wants the Healer dysha at level 10. It costs 4 Isho Points to raise it 4 levels, and will cost a total of 5 Points to attempt during the game.

Remember, buying a key dysha from a different Lih-al is double the normal cost.

COMMON PURCHASE EXAMPLE:

This same Muadra wants to qualify for the dysha Body Shield and wants to buy it up to level 6.

This is an Easy dysha. To open the dysha at the level of 1/2 Isho will cost 1 point (Rank of 6, or 1/2 of Isho) and 1 point each for 6 additional levels, or a Rank of 12. It will cost 7 points of Color to use during the game.

EXPENSIVE PURCHASE EXAMPLE:

This Muadra wants to buy Night Eyes, a Moderate difficulty dysha. It is still in Launtra, with both Launtra and Du. The Muadra had 36 Isho Points, 18 (1/2 the number of points) of which had to be in Launtra, but 18 were available for other ishos.

Night Eyes will cost 2 Isho Points to open at 1/3 the level of Isho (4) and 1 point to increase 1 level. For level 9 the Muadra spends 5 points, and it will cost 5 points to use during game play from available Color Points.

COMPLEX PURCHASE EXAMPLE:

Our Muadra wants the advantage of Deflector — just in case. It does not have Launtra in the weave (only Tra and Desti), so it is treated as a "foreign" dysha. The more difficult level is used in the calculation.

This means it will cost 3 points to open Reflector at 1/4 the level of the muadra's Isho characteristic (3) and will cost 2 points for every level it is to be increased. To raise it to level 9 will cost 12 Isho Points, and it will cost 15 Color Points (12+3) to use during a game.

Suddenly even a Muadra's access to Isho appears limited. Sometimes it may be better to use a rock or a knife.

Obviously a human or Trarch will have fewer Isho or Color Points to use, and available dyshas will be severely restricted, *if thecharacter chooses to use isho at all!* Isho cannot be used as an unlimited tool with infinite supply — it is restricted, but can be life-saving in some situations.